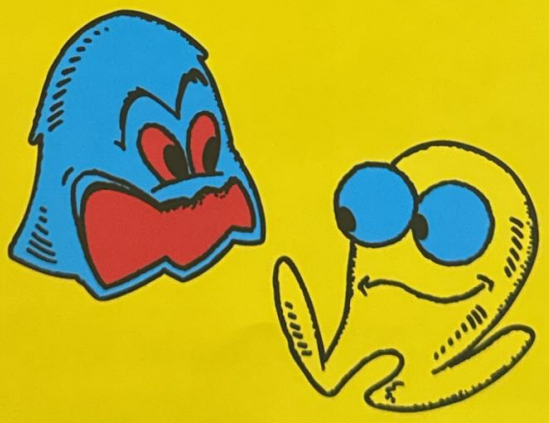
ULTIMATE PAC-MAN

PICK YOUR PAC-MAN! ITS EVERY PAC-MAN FOR THEMSELVES!



2-4 PLAYERS

AGES 8+

RULES

Buffalo GAMES & PUZZLES

CONTENTS

x1 Double-Sided Maze Board

x4 Player Boards

x12 POWER UP Cards
3 colored decks

x4 Reference Cards

x4 PAC-MAN Movers

x2 PAC-MAN Dice

x4 Ghost Movers

x3 Ghost Dice

x1 Ghost Dice Shaker

x4 TURN-TO-BLUE Ghost Toppers

x1 START Player Token

x32 TURN-TO-BLUE Tokens

x12 1UP Tokens
3 for each player color

x4 POWER-PELLETs

x36 Fruit Tokens

x60 PAC-DOTs

x8 x7 x6 x5 x4 x3 x2 x1

GAME SETUP

1. Choose the side of the Maze Board to play based on the number of players.

   2 PLAYERS

   3-4 PLAYERS

2. Shuffle the Fruit Tokens facedown, divide into 3 stacks, and place them on the board. Then, draw and randomly place one token on each Fruit symbol in the maze. Stack the leftover Fruit Tokens in their marked spaces on the side of the board.
3. Place the PINKY *(pink)*, INKY *(blue)*, and CLYDE *(orange)* Ghost movers in the GHOST NEST, and the BLINKY *(red)* Ghost in the space above it.
4. Stack the TURN-TO-BLUE Tokens in their marked spaces on the side of the board.
5. Place the TURN-TO-BLUE Ghost Toppers at the top of the board where indicated.
6. Place the 4 POWER PELLETs onto their marked spaces on the board.
7. Place PAC-DOTs on all empty spaces except those with a PAC-MAN icon or Fruit Token spaces. Set any extras to the side of the board creating a PAC-DOT supply.
8. Separate the POWER UP Cards into 3 decks, shuffle, and place them in the designated level spaces on the left side of the board with the power side up.
9. Place the PAC-MAN Dice, Ghost Dice, and Ghost Dice Shaker within easy reach of all players.

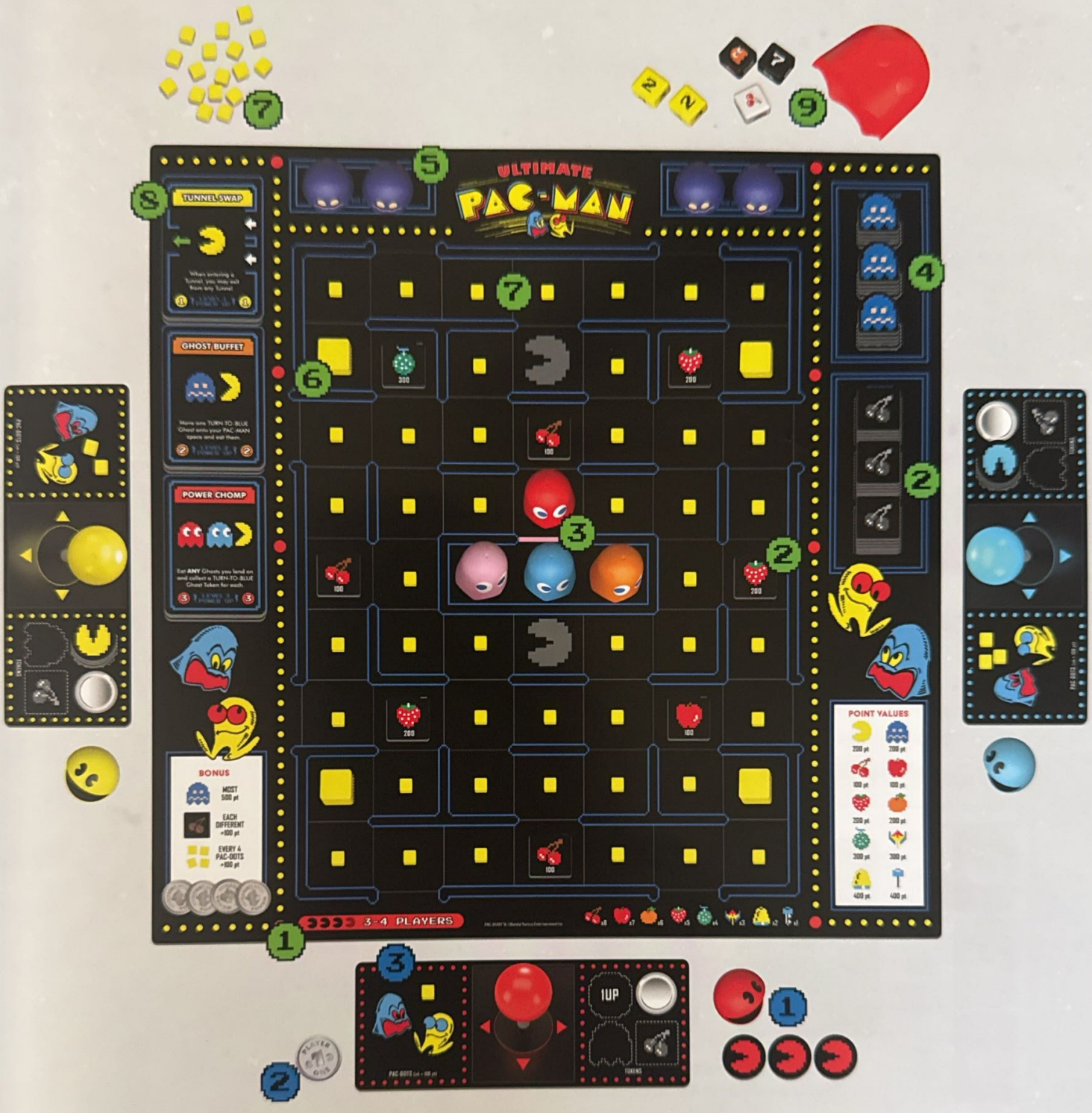
PLAYER SETUP

1. Each player chooses a PAC-MAN mover, matching Player Board, and the 3 matching 1UP Tokens. Place the 1UP Tokens on the 1UP icon of your board.
2. The last player to have eaten fruit goes first *(or pick randomly)*. Give this player the START Player Token.
3. Distribute PAC-DOTs to each player in player order:

   Starting Player: **1 PAC-DOT** *Player 2:* **2 PAC-DOTs**
   Player 3: **3 PAC-DOTs** *Player 4:* **4 PAC-DOTs**

   Players alternate turns moving clockwise.

Now you're ready to play!



Example setup for a 3 player game.

OBJECT

Each player races their own PAC-MAN around the maze trying to score the most points by eating Fruits, TURN-TO-BLUE Ghosts, and earning special bonuses! The game ends when a player has lost all their 1UP Tokens. **HIGHEST SCORE, WINS!**

HOW TO PLAY

On your turn, you have 4 actions that must be performed in order:
LOADING, **POWER UP**, **MOVE YOUR PAC-MAN,** and **MOVE GHOSTS.**

1. LOADING

Whenever it's the start of your turn, if your PAC-MAN mover is not in the Maze, you must "load" onto the board. This applies to any subsequent turns where your PAC-MAN is not in play.

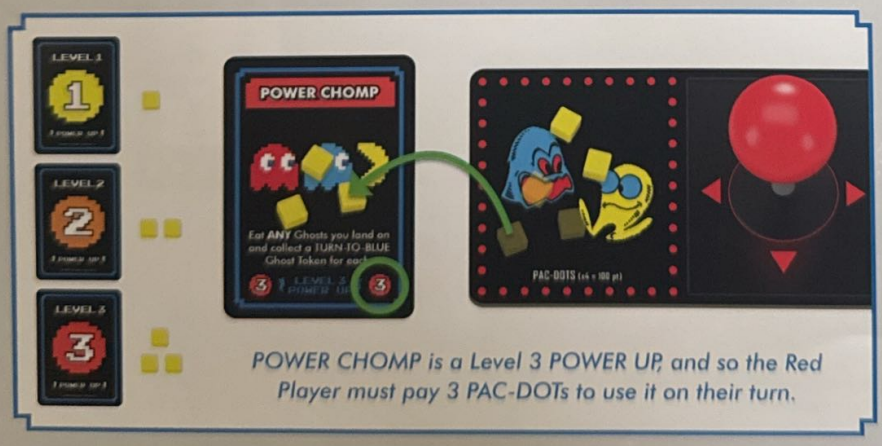
- **Place your PAC-MAN on either starting space marked with a PAC-MAN icon.**
- **During this turn only, you are invincible!**
  You may jump over Ghosts as if they were other players *(See PAC_MAN Movement on page 5).*
- **If there is a Ghost or another player on a starting space, simply ignore it.**

**If your PAC-MAN Mover is already on the board, ignore this action.*

2. POWER UP *(Optional)*

At the beginning of your turn, you may purchase a POWER UP Card by paying its cost *(1, 2 or 3)* with PAC-DOTs. Place the PAC-DOTs on the POWER UP Card to activate the ability for your turn. At the end of your turn, return the PAC-DOTs to the supply and place the top POWER UP Card on the bottom of that deck revealing a new POWER UP Card for the next player to purchase.

You may only use one POWER UP per turn.



POWER CHOMP is a Level 3 POWER UP, and so the Red Player must pay 3 PAC-DOTs to use it on their turn.

3. MOVE YOUR PAC-MAN

Roll the two PAC-MAN Dice and add the values together to determine how many spaces you can move your PAC-MAN. You must move the full amount but can move back and forth, if needed.

Before moving, you may spend one PAC-DOT to re-roll a single PAC-MAN Die. You may repeat this as many times as you can afford. Spent PAC-DOTs are returned to the PAC-DOT Supply (*1 PAC-DOT = 1 re-roll*).

Notes on moving your PAC-MAN:

- You cannot move diagonally or through MAZE WALLS.
- If you pass through an open tunnel, you must exit from the opposite side.
- You cannot end your move on a space with another player's PAC-MAN.

Perform the corresponding action when landing on a space with any of these items:

PAC-DOT OR FRUIT: Collect it and place it on your board.

POWER PELLET: Immediately pick it up and place it by the board. Add TURN-TO-BLUE Ghost Toppers to all Ghosts. **Now you can eat them!**

GHOST: Lose a 1UP Token if it's not a TURN-TO-BLUE Ghost. *Any 1UP Tokens lost this way are returned to the box.*

TURN-TO-BLUE GHOST: ***You eat it!*** Immediately place the Ghost back into the GHOST NEST. Remove the TURN-TO-BLUE Ghost Topper, placing it back in its space on the board. Then take a TURN-TO-BLUE Token and place it on your player board to score!

ANOTHER PAC-MAN: Skip over the space without counting it.

4. MOVE THE GHOSTS

Now play as the Ghosts and turn the tables on your opponents.

Roll the 3 Ghost Dice *(1 white, 2 black)* and resolve them in the following order:

1. WHITE DIE:

This creates a random event that could affect either the Maze or the Ghosts.

FRUIT SYMBOL: Add a Fruit Token to an empty Fruit Space on the board. If there are no empty spaces, do nothing.

POWER PELLET: Refill POWER PELLETs.
PAC-DOTs: Refill up to 8 empty PAC-DOT spaces around your PAC-MAN.

Note: In the rare case there are not enough PAC-DOTs in the supply to refill all empty spaces, place as many as possible with the remaining PAC-DOTs in the supply.

TURN-TO-BLUE TRANSITION: Remove TURN-TO-BLUE Ghost Toppers from all Ghosts.

MOVE GHOST: Move a Ghost or TURN-TO-BLUE Ghost 2 spaces.

2. BLACK DICE:

One die shows which color Ghost (or TURN-TO-BLUE Ghost) to move; if you roll All 4 Ghosts, you choose which one to move. The other die shows how many spaces to move the Ghost.

- Ghosts cannot move back and forth between spaces. Choose a path that lets them complete their full movement. If that's not possible, move as far as you can and then stop.
- Ghosts skip over other Ghosts or TURN-TO-BLUE Ghosts, and it does not count toward their movement.
- When a ghost has a TURNED-TO-BLUE Topper on it look for the color of the ghost to move below the topper. TURN-TO-BLUE Ghosts can do all things that normal Ghosts can, but they cannot move onto a space with a PAC-MAN mover.
- Ghosts can never pick up PAC-DOTs, Fruit, or POWER PELLETs.

If you move a Ghost onto a space with a PAC-MAN, that player gets eaten!

- They lose a 1UP Token and must give it to you. Place their 1UP Token in your Fruit Token pile to score at the end of the game.
- The eaten player then places their PAC-MAN on top of their Player Board until their next turn.
- Finish moving the Ghost, if you have any remaining movement.

Note: In the rare event you eat your own PAC-MAN Mover with a Ghost, remove one of your 1UP Tokens from the game, placing it in the box.

After moving Ghosts and/or TURN-TO-BLUE Ghosts, it is the next player's turn. Pass them the dice. Continue taking turns until at least one player has lost all their PAC-MAN 1UP Tokens. *(See **Game Over**)*

GAME OVER

The game ends when a player loses all their 1UP Tokens.

SCORING

Players score points by adding up their Token Points and any Bonus Points.

TOKEN POINTS

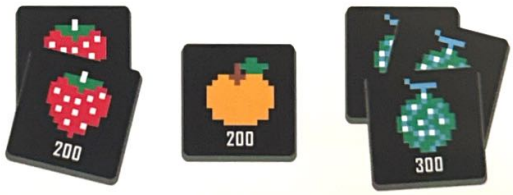
Each token has a point value. To score, add up the points for all the tokens you've collected. This includes each of the starting 1UP Tokens you have left *(if any)*, Fruit Tokens, TURN-TO-BLUE Tokens, and any opponent's 1UP Tokens you've collected.

BONUS POINTS

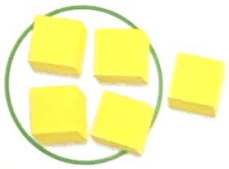
Each player can also earn Bonus Points in three ways:

- 500 points for the player who collected the most TURN-TO-BLUE Tokens. If tied both players get the 500 points.
- 100 points for each unique type of Fruit Token collected, up to a maximum of 800 points. *(Example: Red player has 2 cherries, 1 strawberry and 1 key — they would score a bonus of 300 points for having 3 unique fruit tokens).*
- 100 points for every 4 unspent PAC-DOTs.

MOST = 500 Bonus Points.



3 different types of Fruit Tokens would score 300 Bonus Points.



4 PAC-DOTs would score 100 Bonus Points.

WINNING

After totaling the points, the player with the highest score wins and is crowned the **CHOMPION!**

- In case of a tie, the player with the **most** remaining PAC-DOTs wins.
- If still tied, the youngest player wins.

POWER-UP CARD GLOSSARY

LEVEL 1

FRUIT BASKET

Refill 1 empty Fruit space by drawing a Fruit Token from the pile and placing it face up.

PAC-GLITCH

Move your PAC-MAN through walls and/or Ghosts.

GHOST CONTROL

When rolling your PAC-MAN dice, you may use one die to move your PAC-MAN and the other die to move a Ghost.

TUNNEL SWAP

When entering a Tunnel, you may exit from any Tunnel.

LEVEL 2

GHOST BUFFET

Move 1 TURN-TO-BLUE Ghost onto your PAC-MAN space and eat them.

PAC-BOOST

Move your PAC-MAN 2 extra spaces when you roll.

TELEPORTER

Move your PAC-MAN to any empty space before rolling PAC-MAN dice.

GHOST GLIDE

You may move Ghosts diagonally.

LEVEL 3

GHOST BUSTER

Gain 2 TURN-TO-BLUE Tokens for each TURN-TO-BLUE Ghost you eat.

FLYIN SHOES

You may move your PAC-MAN diagonally.

PICKY EATER

After eating a Fruit, draw another Fruit from any stack and place it on your board.

POWER CHOMP

Eat any Ghosts you land on.

BONUS

MOST 500 pt

EACH DIFFERENT +100 pt

EVERY 4 PAC-DOTs +100 pt

POINT VALUES

200 pt

200 pt

100 pt

100 pt

200 pt

200 pt

300 pt

300 pt

400 pt

400 pt

Game design by James & Clarissa A. Wilson

Buffalo GAMES & PUZZLES

©Buffalo Games, LLC

Buffalo Games, LLC
220 James E. Casey Drive
Buffalo, NY 14206

PAC-MAN™&
©Bandai Namco Entertainment Inc.

START GAME